Overture Demo Introduction

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www.llnl.gov/casc/Overture

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Overture is toolkit for solving partial differential equations on structured, overlapping and hybrid grids.

Key features:

- \bullet provides a high level C++ interface for rapid prototyping of PDE solvers.
- built upon optimized C and fortran kernels.
- provides a library of finite-difference operators: conservative and non-conservative, 2nd, 4th, 6th and 8th order accurate approximations.
- support for moving grids.
- support for block structured adaptive mesh refinement (AMR).
- extensive grid generation capabilities.
- CAD fixup tools (for CAD from IGES files).
- interactive graphics and data base support (HDF).
- PDE solvers built upon Overture include:
 - cgins: incompressible Navier-Stokes with heat transfer.
 - cgcns: compressible Navier-Stokes, reactive Euler equations.
 - cgmp: multi-physics solver.
 - cgmx: time domain Maxwell's equations solver.

The Overture Framework supports Physics Codes

Physics Solvers
Fluid Flow

Physics Solvers
Electromagnetics

Fast Elliptic Solvers

Overture

Grid Generation

Differential Operators

Adaptive Mesh Refinement

Grids

Data structures

GridFunctions (fields)

Graphics (high-level)

Geometry

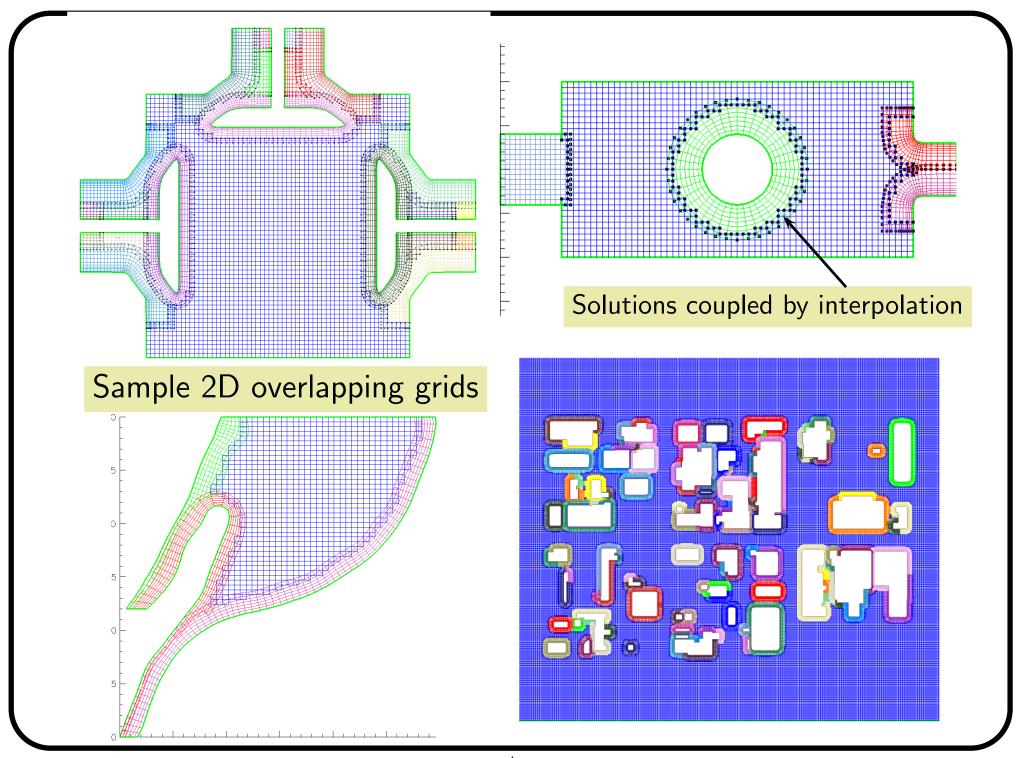
CAD fixup

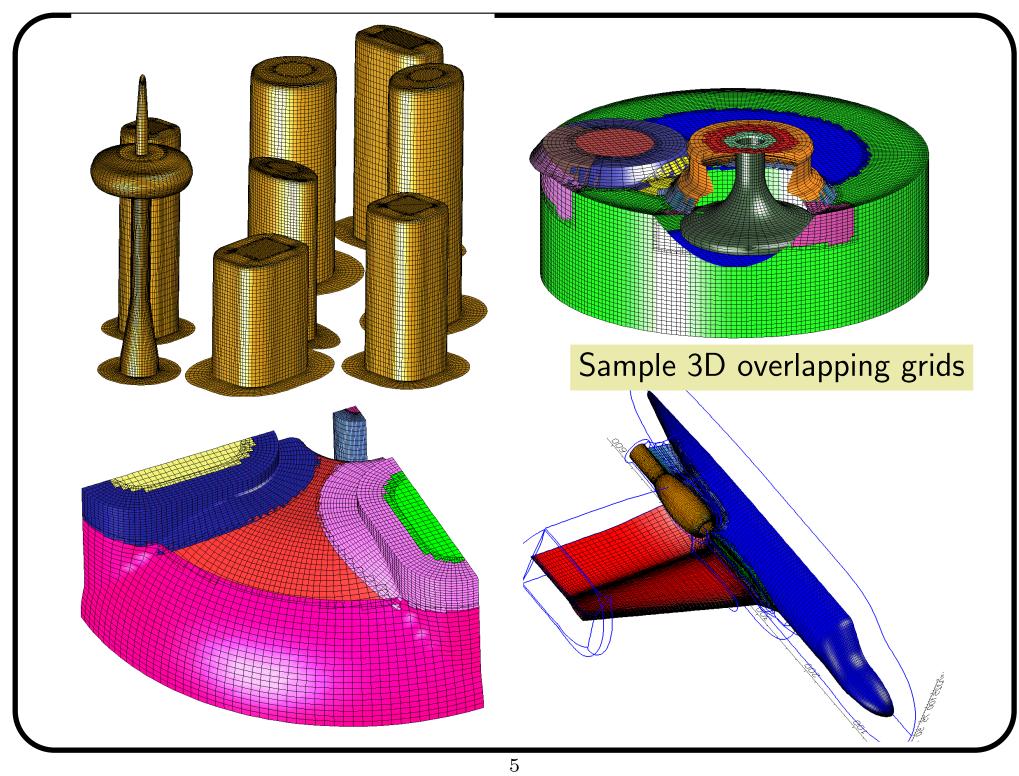
Array Classes

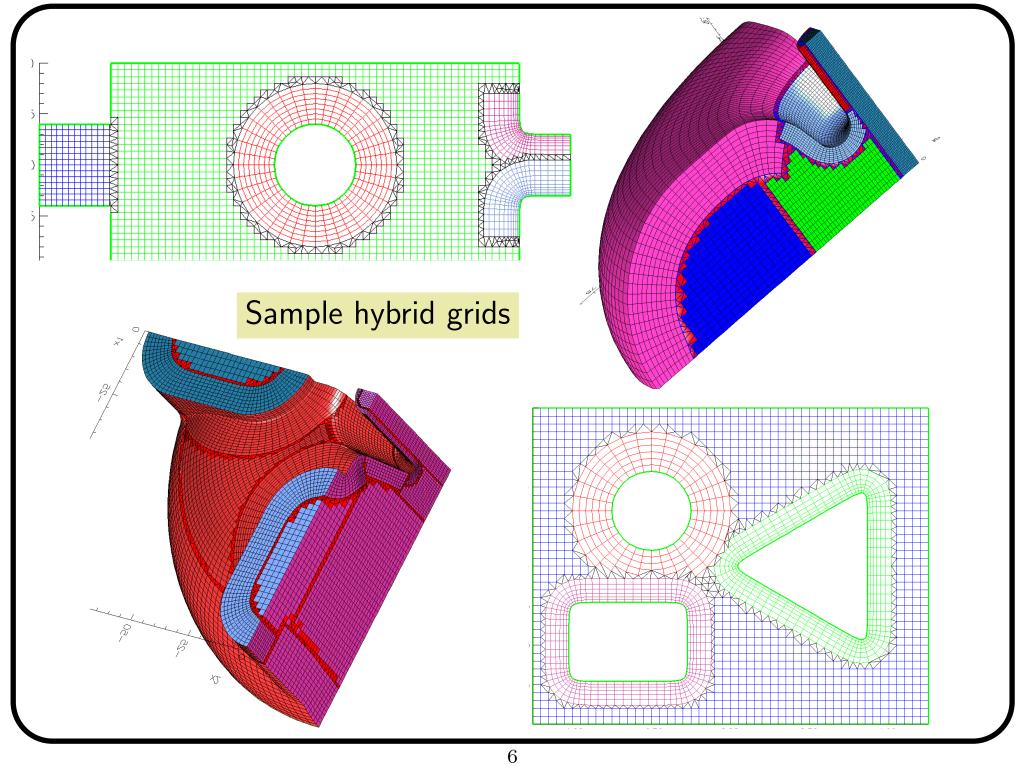
Graphics (low-level)

Linear Solvers (external)

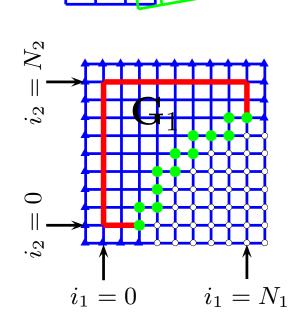
DataBase (external)

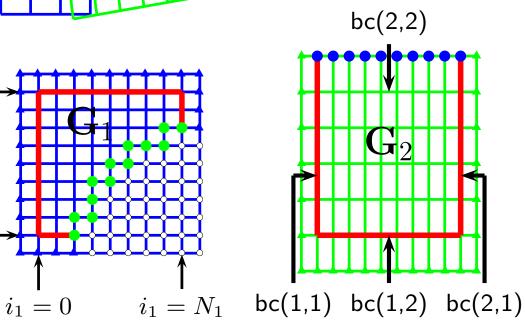






Components of an Overlapping Grid • • interpolation o unused ▲ ghost point $\partial\Omega$ physical boundary





Overture supports a high-level C++ interface (but is built mainly upon Fortran kernels):

```
Solve u_t + au_x + bu_y = \nu(u_{xx} + u_{yy})
  CompositeGrid cg; // create a composite grid
  getFromADataBaseFile(cg, "myGrid.hdf");
  floatCompositeGridFunction u(cg); // create a grid function
 u=1.;
  CompositeGridOperators op(cg); // operators
 u.setOperators(op);
  float t=0, dt=.005, a=1., b=1., nu=.1;
  for( int step=0; step<100; step++ )</pre>
    u+=dt*(-a*u.x()-b*u.y()+nu*(u.xx()+u.yy())); // forward Euler
    t+=dt;
    u.interpolate();
    u.applyBoundaryCondition(0,dirichlet,allBoundaries,0.);
    u.finishBoundaryConditions();
```

